

Hand Main

namespace Hand Claves;

```
let golden: number = 0,62
let height: number;
let width: number;
let circ2: canvas; *
```

window.addEventListener("load")

load

handleLoad() {}

click

handleClick() {}

handleClick

requestAnimationFrame(frame)

○

frame

put Image Data

```
newSum, width()
birdFly()
yellowFish, swim()
cloud1, fly()
cloud2, fly()
```

requestAnimationFrame(frame)

○

handleLoad - event Event

create Canvas Element

```
height = canvas.height
width = canvas.width
```

installiere CSS - Styles auf das Canvas handleClick() {}

erstelle Canvas - Element

Speichern des Canvas - Bildes mit get Image Data

Transformationspunkte für den unklaren Teil des Bildes druckeGround() druckeSea() druckeMountains() druckeTrees()

* let horizon: number = height * golden

let newSum: sum = newSum (-position: Vector)

let cloud1: cloud = new Cloud (-position: Vector, -size: Vector)

let cloud2:

let boat: Boat = new Boat (-position: Vector)

let volcano: Volcano = new Volcano (-position: Vector, -min: number, -max: number, -color: string, -width: string, -size: Vector)

let bird: Bird = new Bird (-position: Vector)

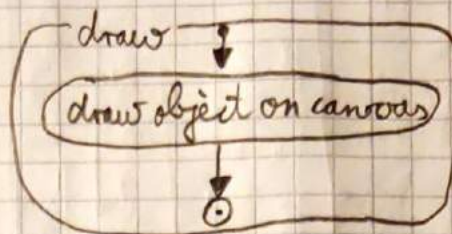
Grand Classes

Sun

position: Vector
dy: number

constructor(
 this.position = position
 this.dy = dy
)

draw()
sing()

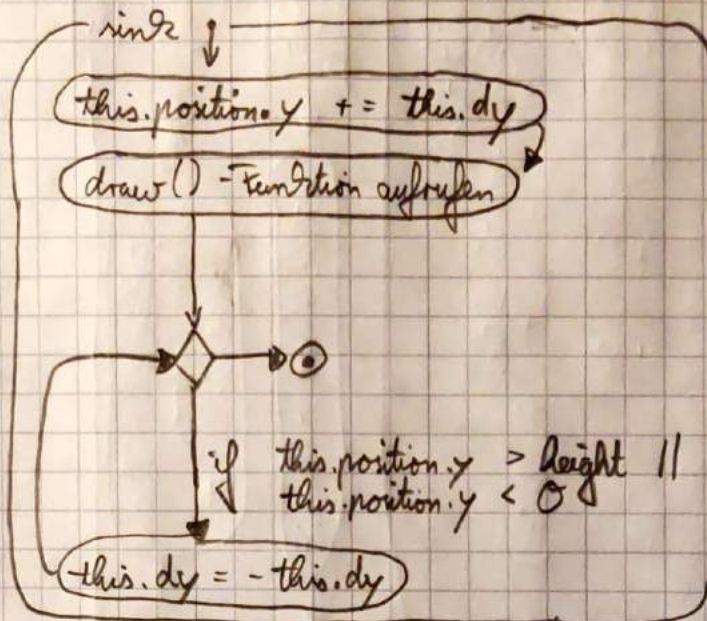


Cloud

position: Vector
size: Vector
dx: number

constructor(
 this.position = position
 this.size = size
 this.dx = dx
)

draw()
fly()

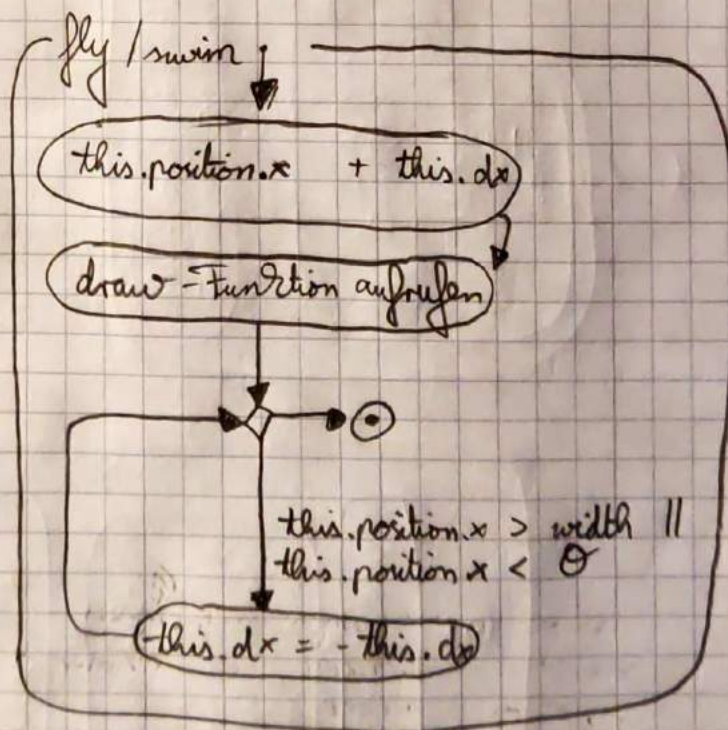


Bird

position: Vector
dx: number

constructor(
 this.position = position
 this.dx = dx
)

draw()
fly()



Jellyfish

position: Vector
color: string
dx: number

constructor(
 this.position = position
 this.color = color
 this.dx = dx
)

draw()
swim()